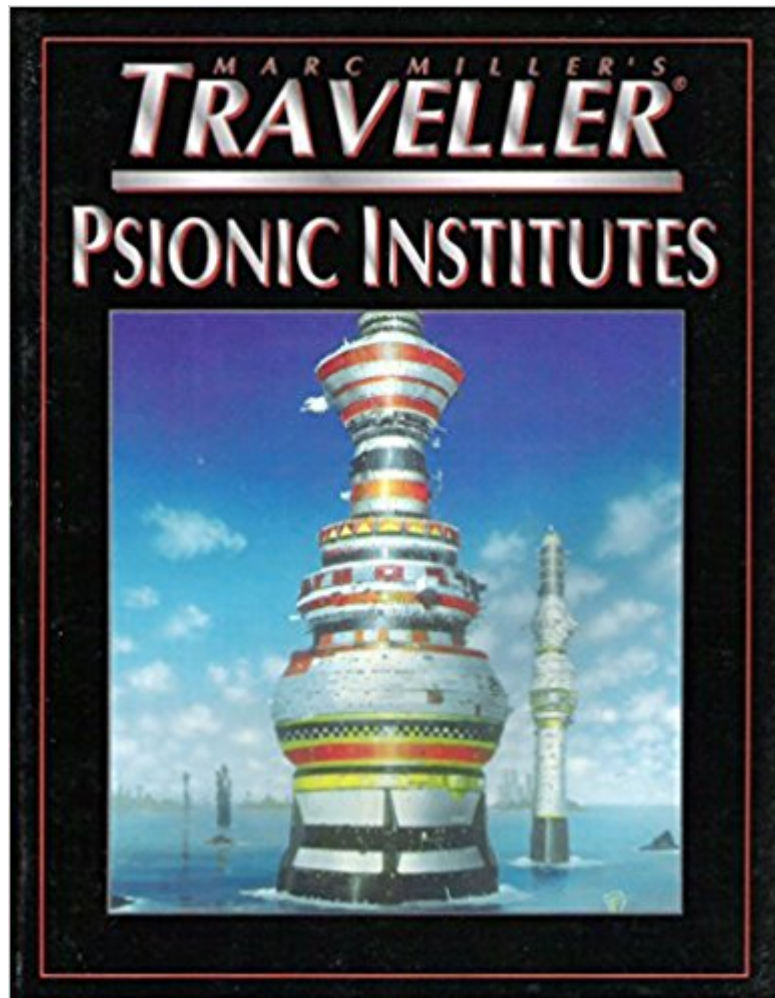




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"The beginning days of the new Sylean empire are a time of open acceptance of psionic powers and those who have them. Institutes range in size and reputation from established universities with influence at the highest levels to fly-by-night charlatans and basguat-oil salesmen that keep one step ahead of the authorities. Psionic athletes compete in games and are admired across the star systems. Learn about the early Psionic Institutes and how to integrate them into your Traveller campaign."

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